Pathfinder®

НАСТОЛЬНАЯ РОЛЕВАЯ ИГРА™



ВОЗВРАЩЕНИЕ РУННЫХ ВЛАСТИТЕЛЕЙ

Карты для игроков





ВОЗВРАЩЕНИЕ РУННЫХ ВЛАСТИТЕЛЕЙ

Карты для игроков

Картография:
Джейсон Энгл, Роберт Лазаретти и 99 Lives Design

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С


С
ЛЕСТНИЦА ВВЕРХ ВНИЗ


1
2
С
ЛЕСТНИЦА ВВЕРХ ВНИЗ


1
2
С


3
С
ЛЕСТНИЦА ВВЕРХ ВНИЗ


ЛЕСТНИЦА
ВВЕРХ
ВНИЗ
1
2
3


1 ДЮЙМ = 320 ФУТОВ


ЛЕСТНИЦА
ВВЕРХ
ВНИЗ
С

ГЛАВА 1:
ВСЕСОЖЖЕНИЕ
ГЛАВА 2:
АДЕПТЫ ЖИВОДЁРА
ГЛАВА 3:
РАСПРАВА
НА КРЮКОВОЙ ГОРЕ
ГЛАВА 4:
КРЕПОСТЬ
КАМЕННЫХ ВЕЛИКАНОВ
ГЛАВА 5:
ГРЕХИ СПАСИТЕЛЕЙ
ГЛАВА 6:
ШПИЛИ ЗИН-ШАЛАСТА
ПРИЛОЖЕНИЯ






C
ЛЕСТНИЦА ВВЕРХ ВНИЗ

ГЛАВА 1:
ВСЕСОЖЖЕНИЕ
ГЛАВА 2:
АДЕПТЫ ЖИВОДЁРА
ГЛАВА 3:
РАСПРАВА
НА КРЮКОВОЙ ГОРЕ
ГЛАВА 4:
КРЕПОСТЬ
КАМЕННЫХ ВЕЛИКАНОВ
ГЛАВА 5:
ГРЕХИ СПАСИТЕЛЕЙ
ГЛАВА 6:
ШПИЛИ ЗИН-ШАЛАСТА
ПРИЛОЖЕНИЯ




C


ЛЕСТНИЦА ВВЕРХ ВНИЗ


ЛЕСТНИЦА ВВЕРХ ВНИЗ
C
1
1

ГЛАВА 1:
ВСЕСОЖЖЕНИЕ
ГЛАВА 2:
АДЕПТЫ ЖИВОДЁРА
ГЛАВА 3:
РАСПРАВА
НА КРЮКОВОЙ ГОРЕ
ГЛАВА 4:
КРЕПОСТЬ
КАМЕННЫХ ВЕЛИКАНОВ
ГЛАВА 5:
ГРЕХИ СПАСИТЕЛЕЙ
ГЛАВА 6:
ШПИЛИ ЗИН-ШАЛАСТА
ПРИЛОЖЕНИЯ

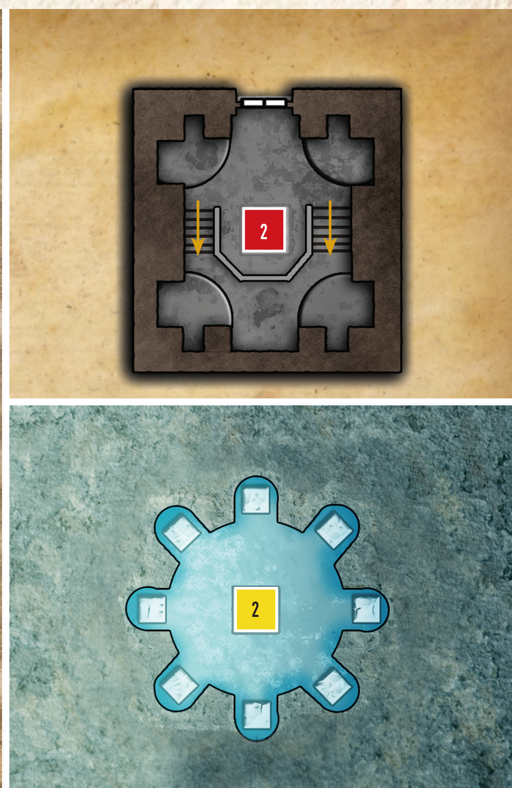


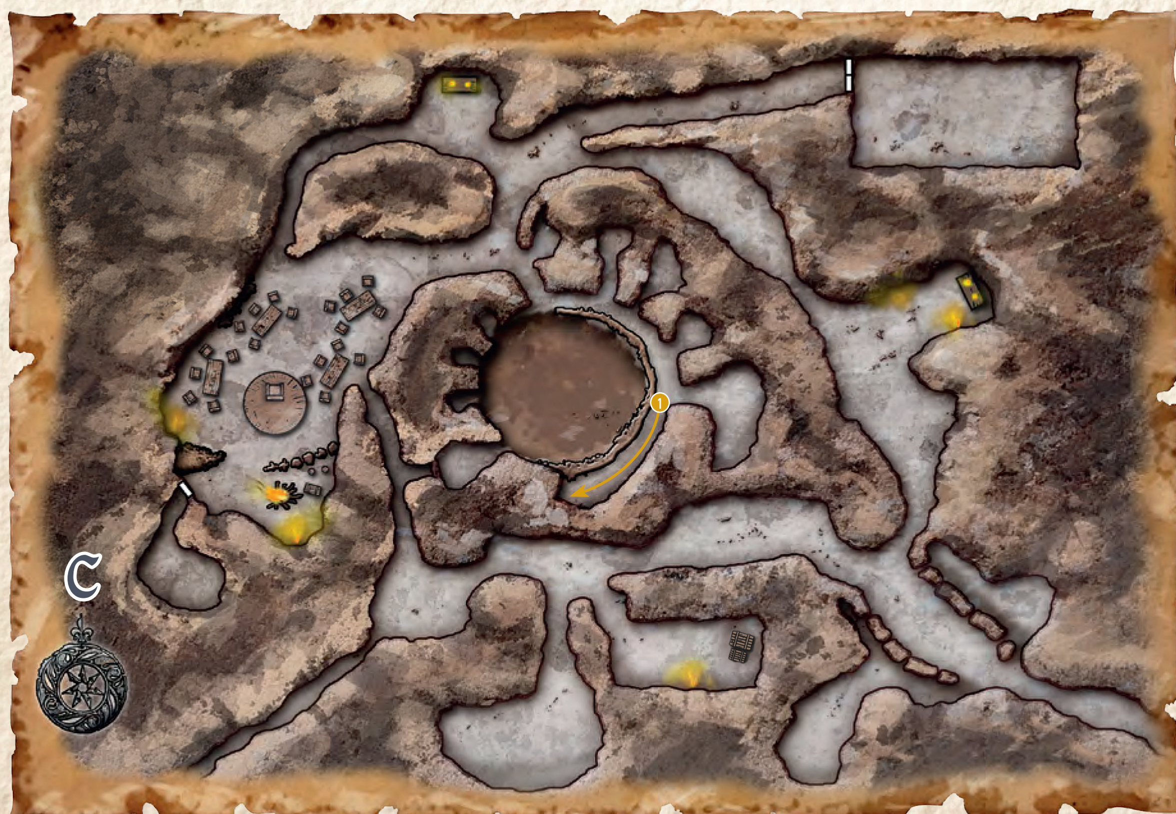

С
0
150
300
ФУТЫ

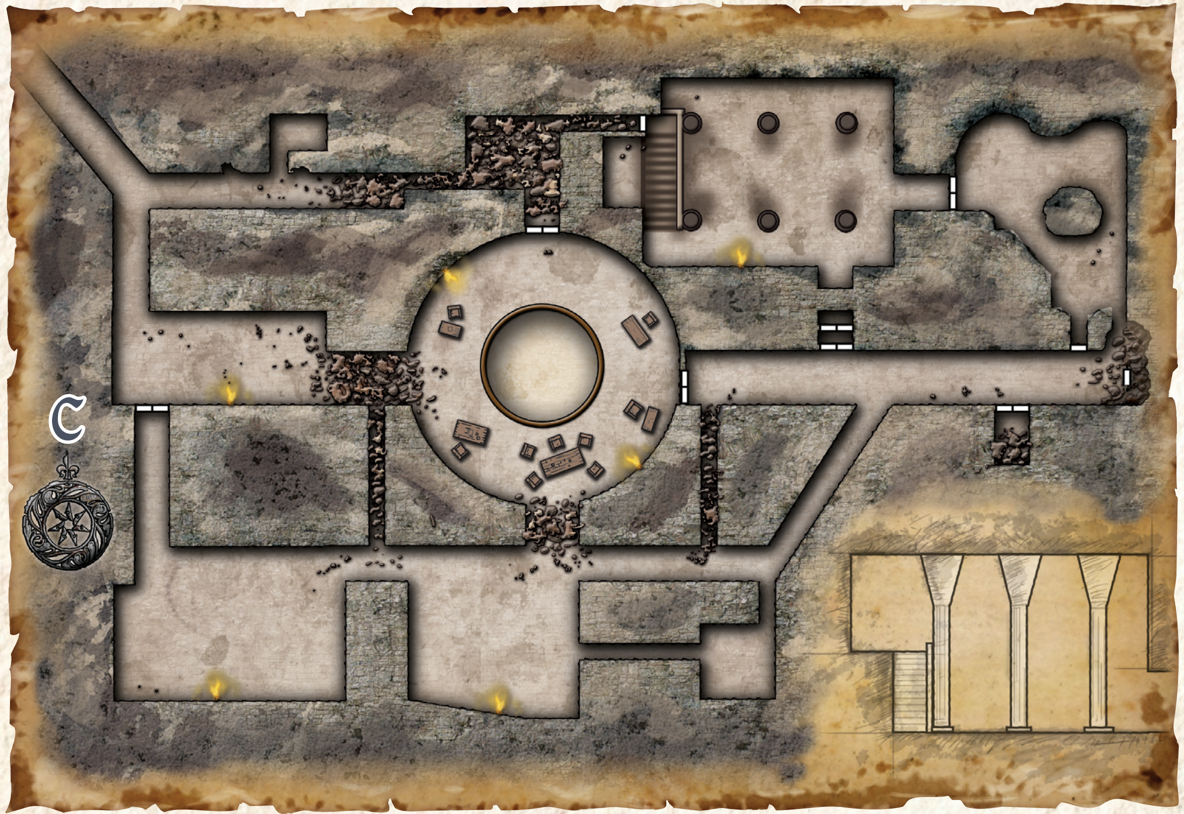

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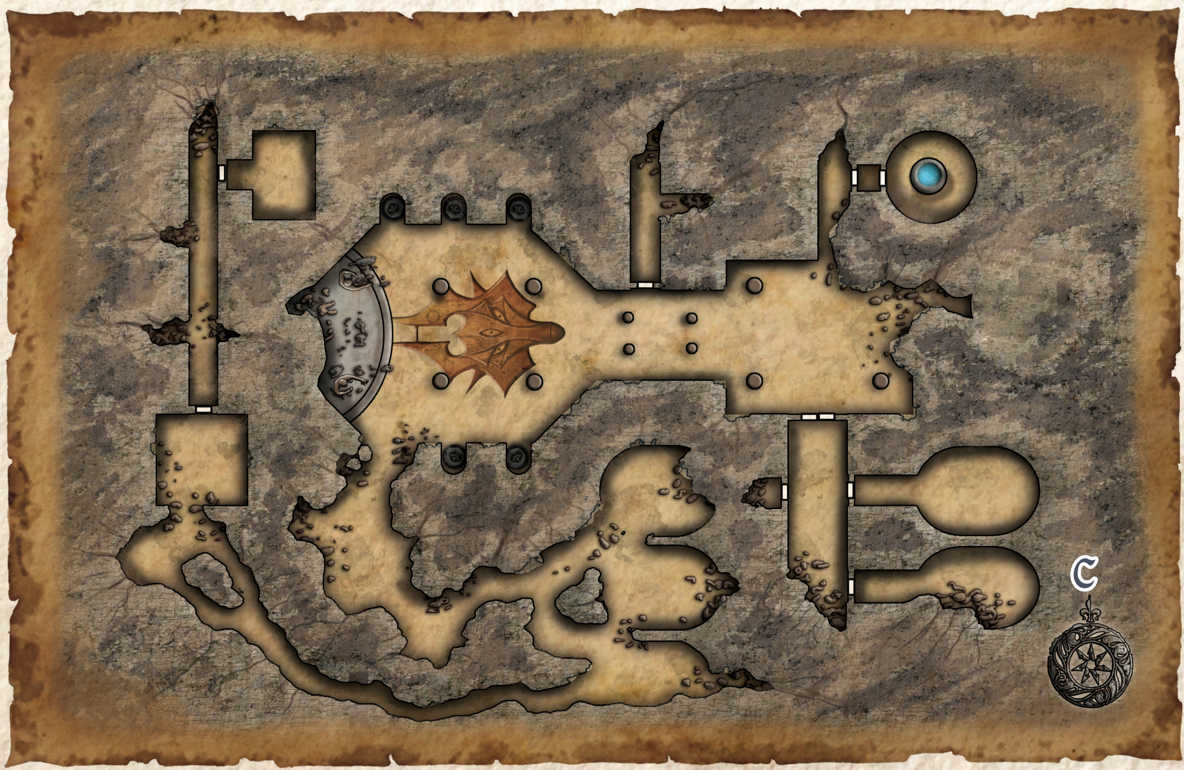

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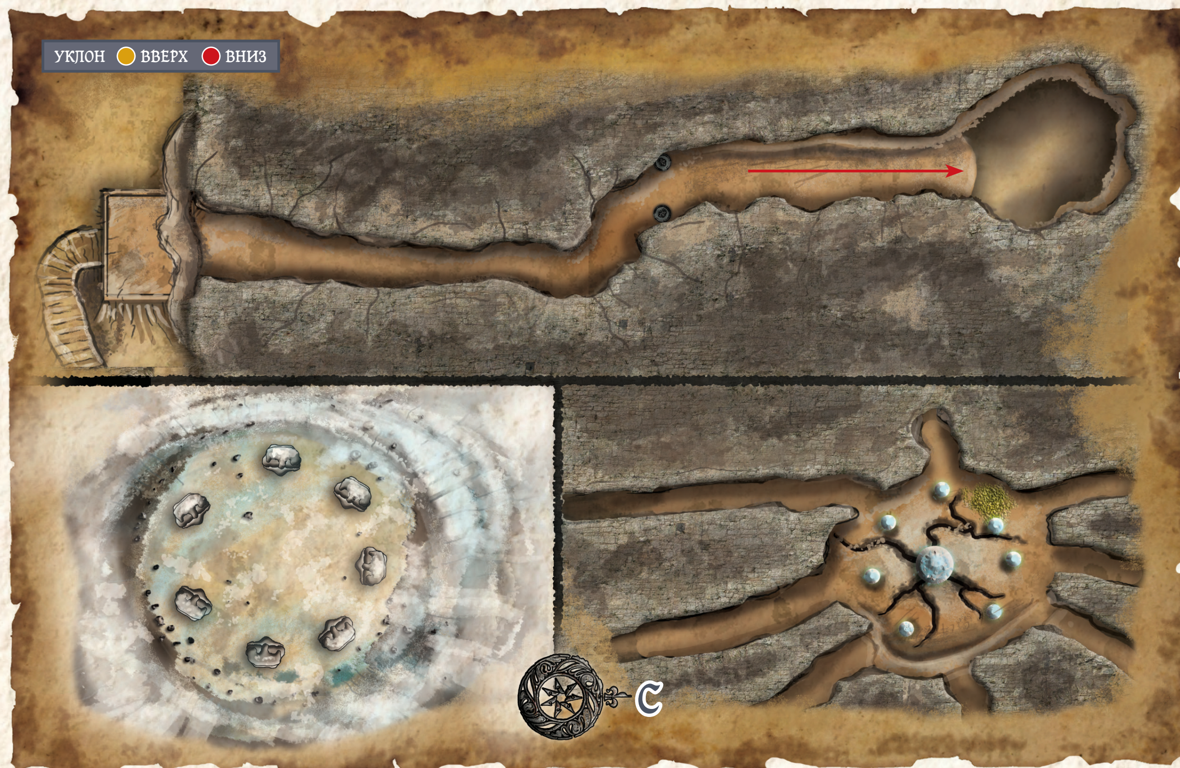

C
ЛЕСТНИЦА
ВВЕРХ
ВНИЗ
1
3
4
5
6
7
8

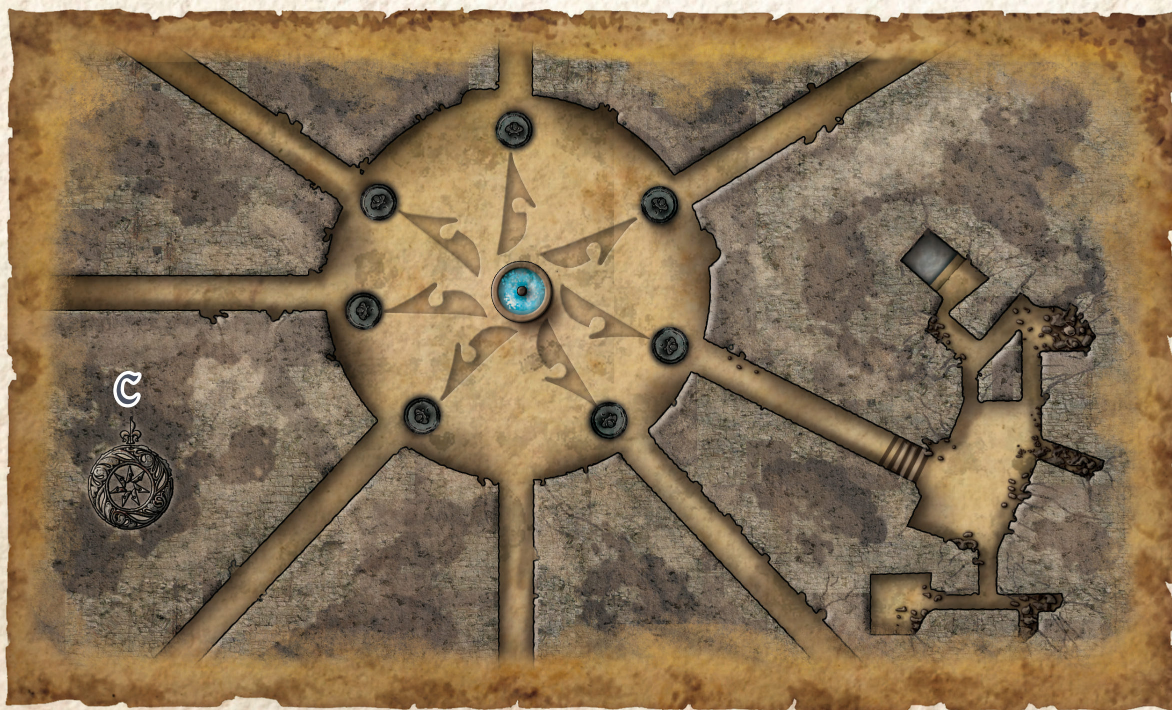

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2

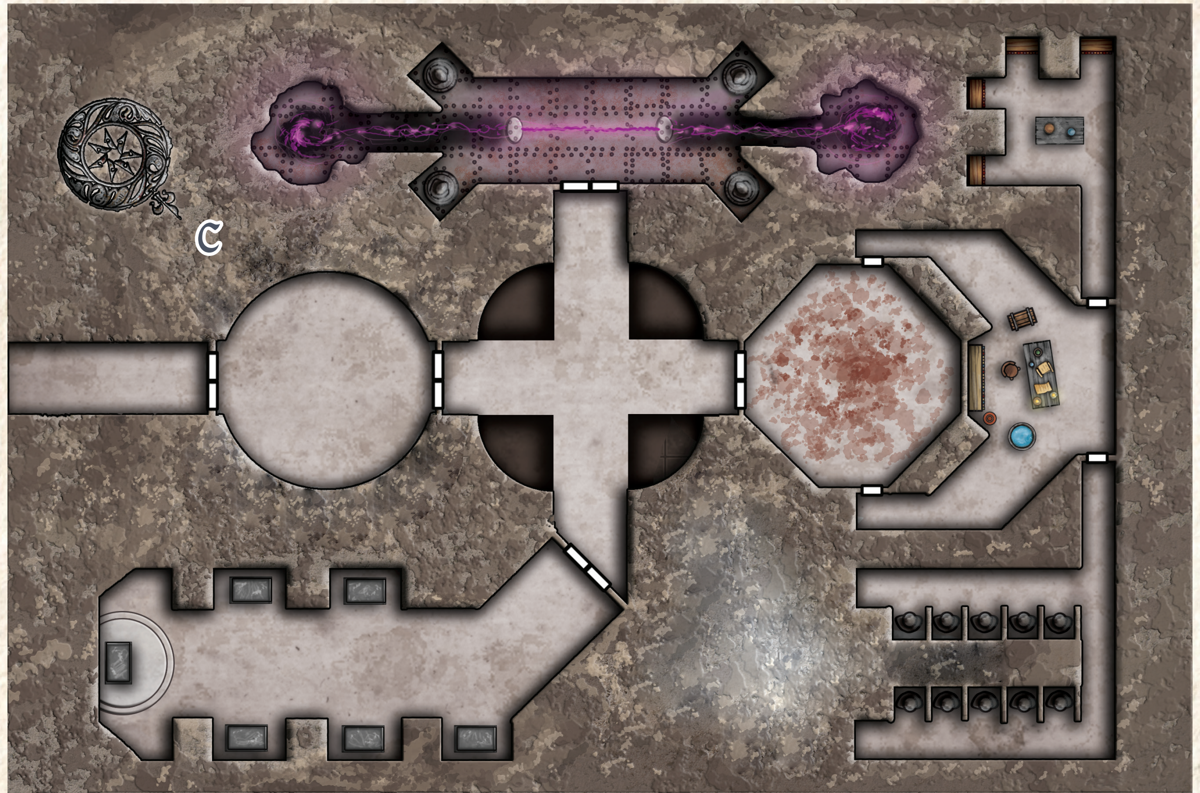

1
C

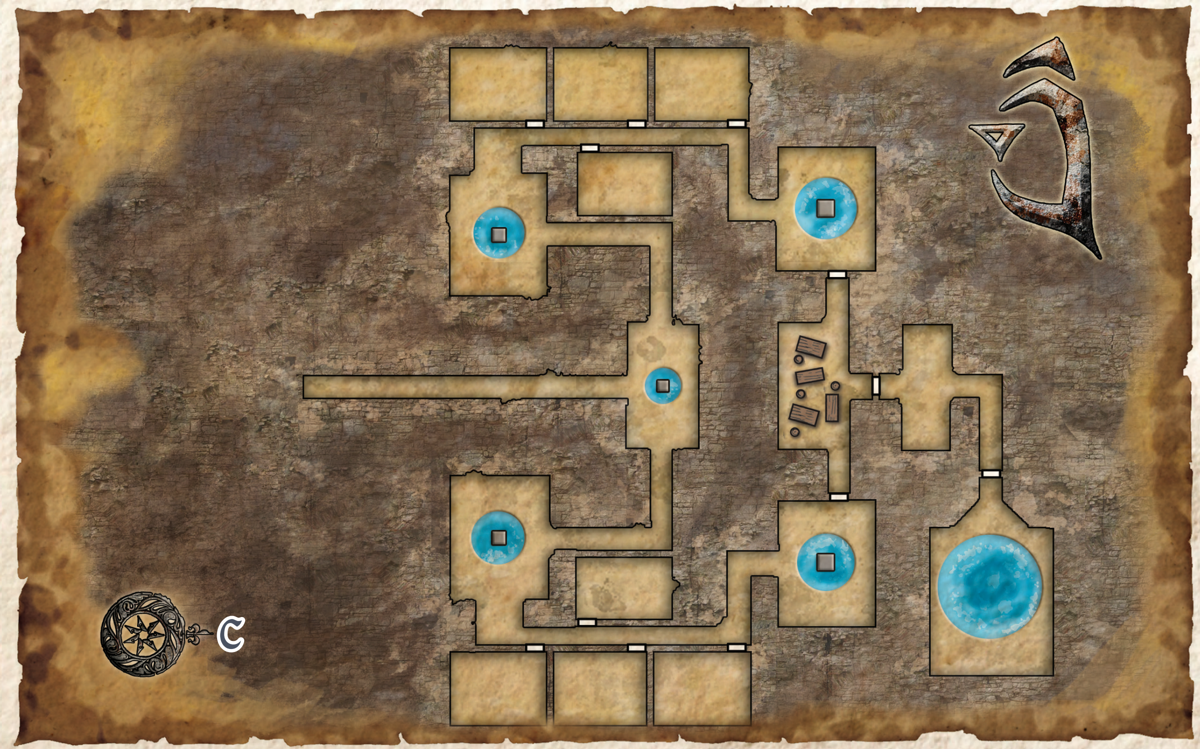

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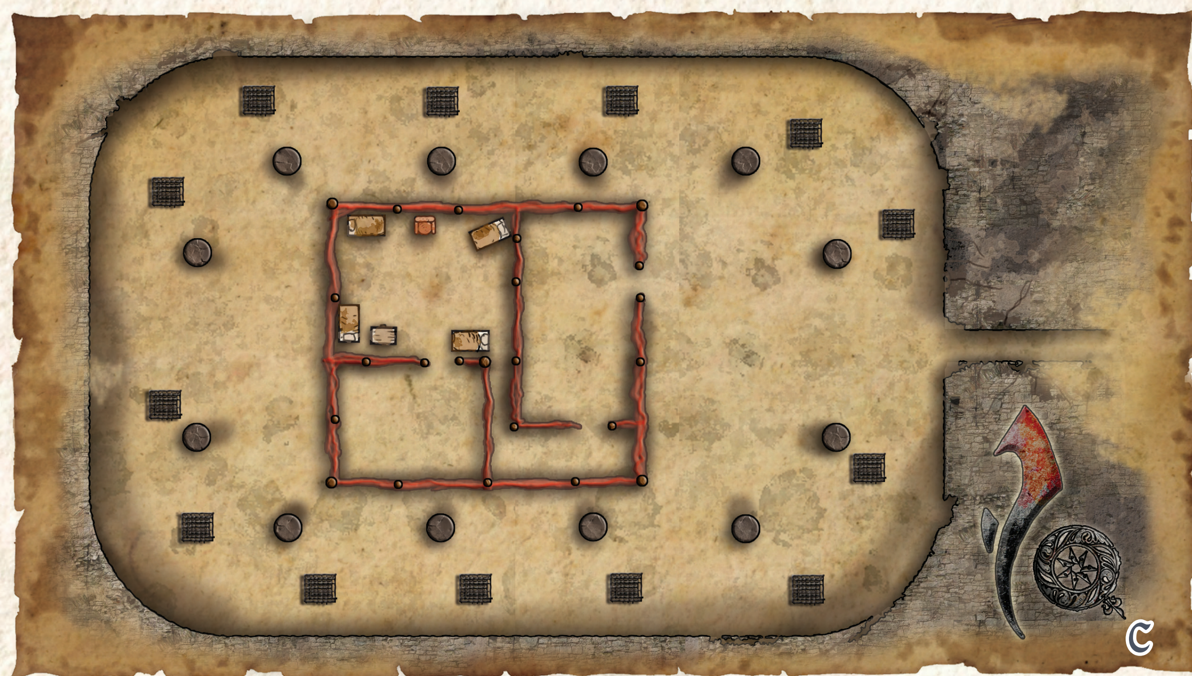

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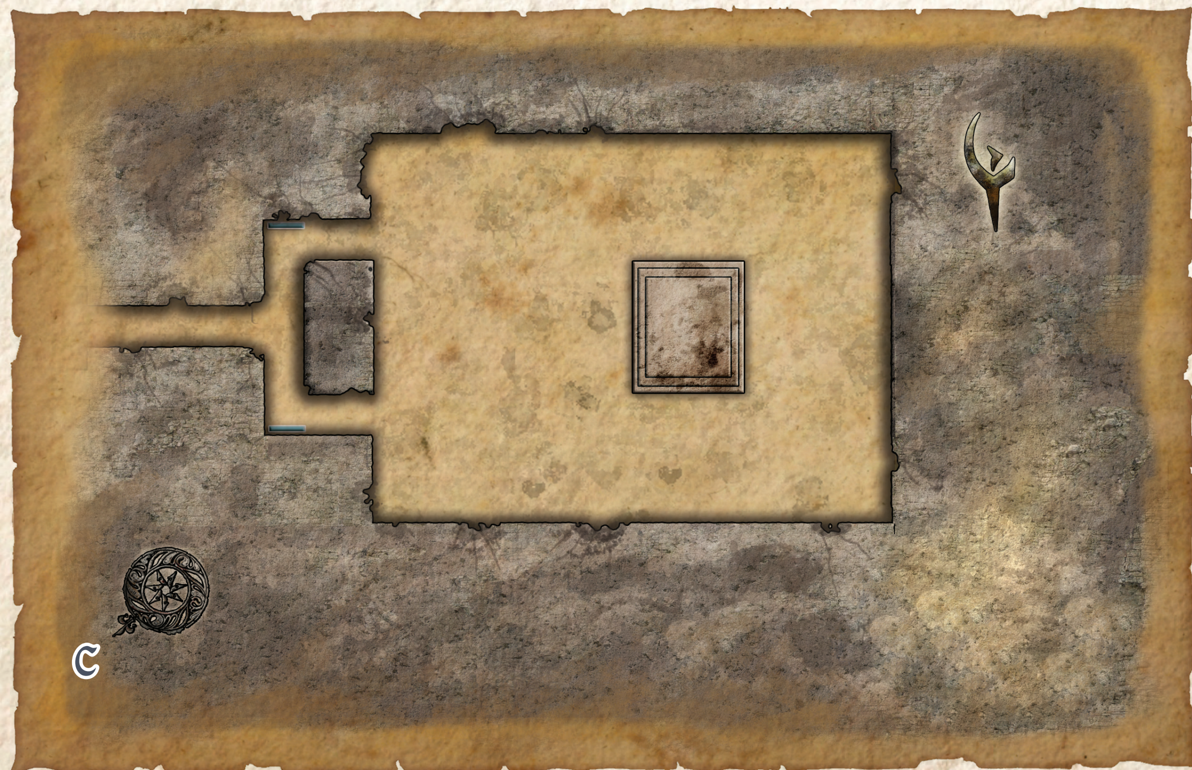

УКЛОН ВВЕРХ ВНИЗ
С


С

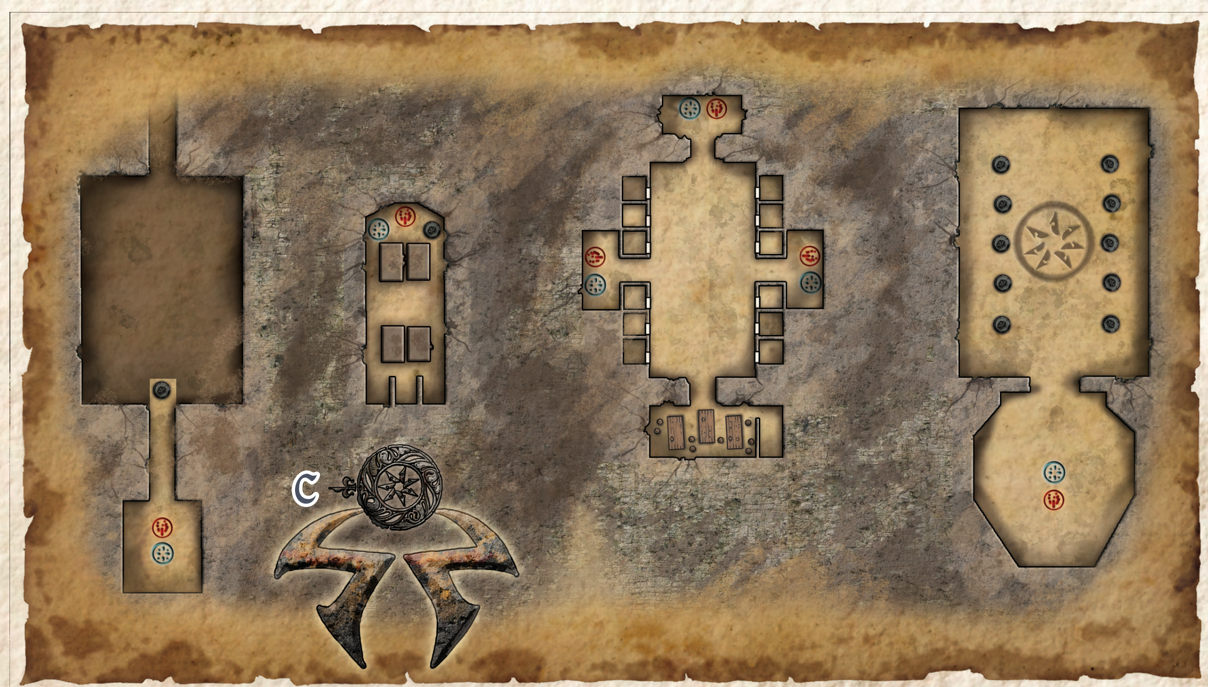

C


C






С


С



С
ЛЕСТНИЦА ВВЕРХ ВНИЗ



С
1 ДЮЙМ = 50 МИЛЬ
1 ДЮЙМ = 8 МИЛЬ


C

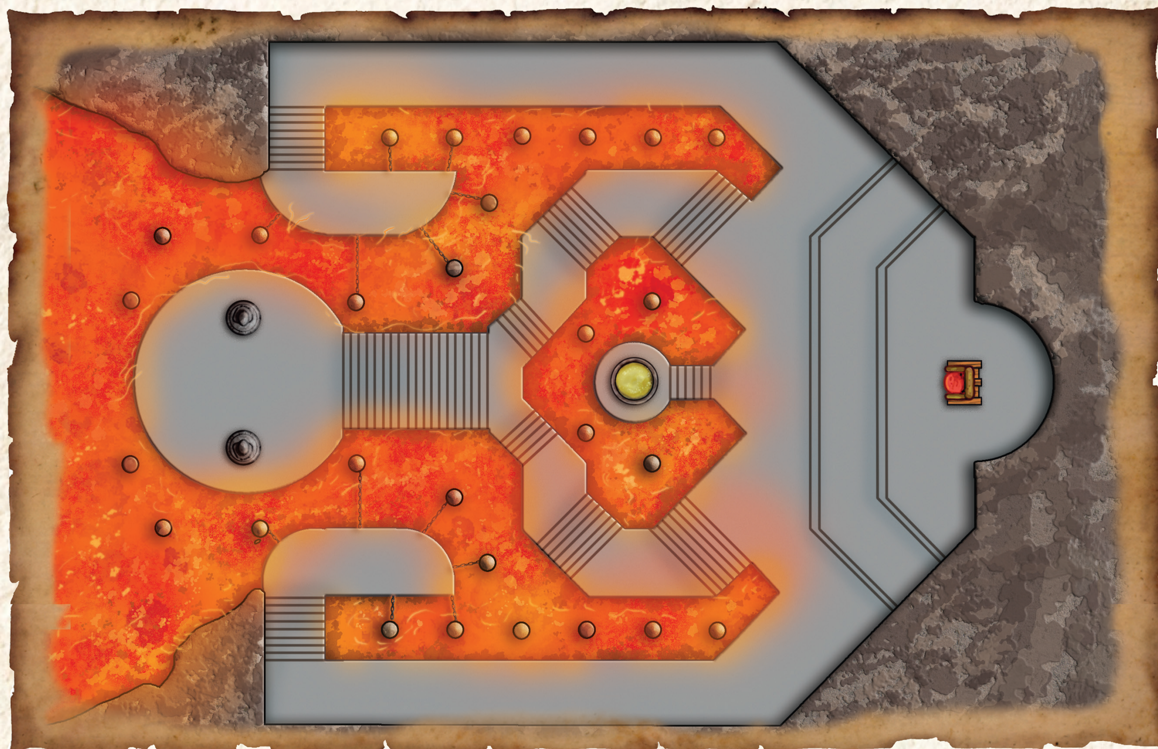

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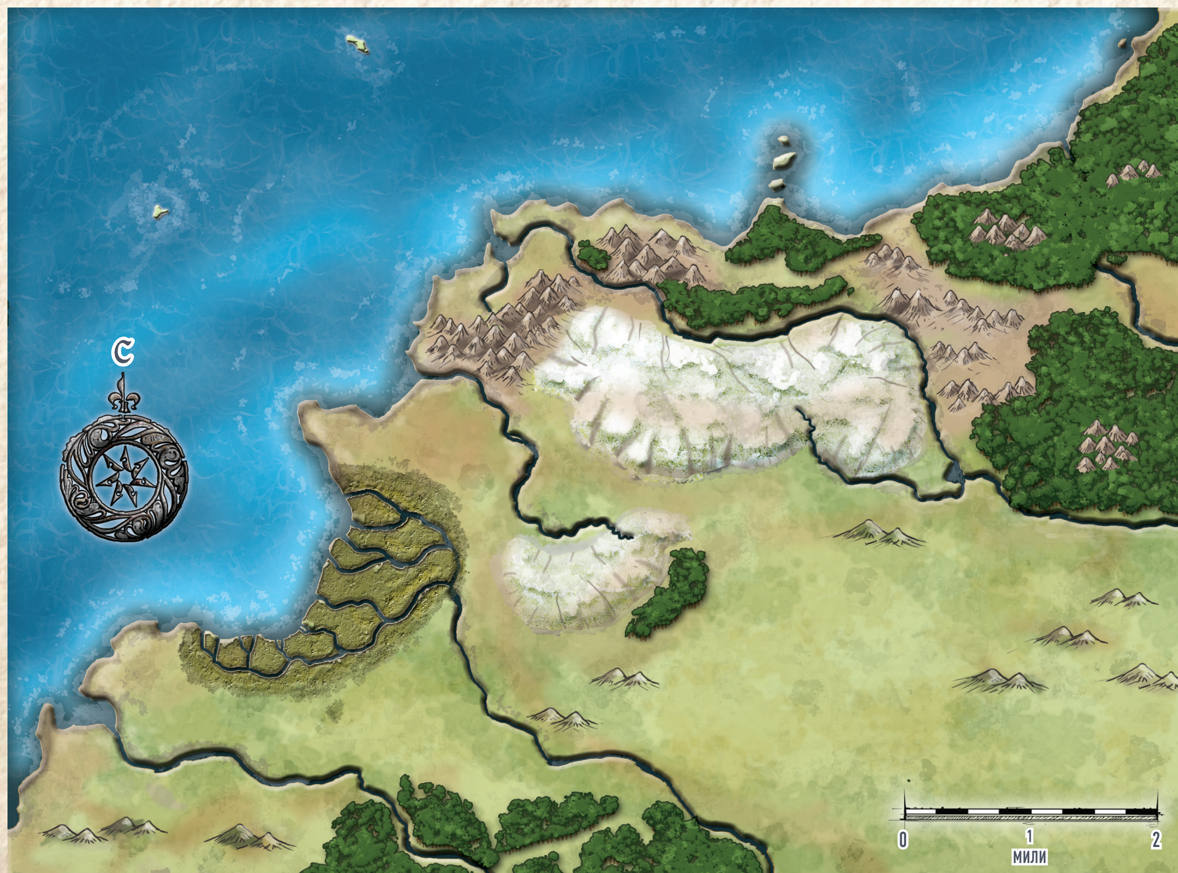

С


С


С


С
ЛЕСТНИЦА ВВЕРХ ВНИЗ




С
0
1
2
МИЛИ


С
0
150
300
ФУТЫ


0
1000
2000
ФУТЫ
С

ГЛАВА 1:
ВСЕСОЖЖЕНИЕ
ГЛАВА 2:
АДЕПТЫ ЖИВОДЁРА
ГЛАВА 3:
РАСПРАВА
НА КРЮКОВОЙ ГОРЕ
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КРЕПОСТЬ
КАМЕННЫХ ВЕЛИКАНОВ
ГЛАВА 5:
ГРЕХИ СПАСИТЕЛЕЙ
ГЛАВА 6:
ШПИЛИ ЗИН-ШАЛАСТА
ПРИЛОЖЕНИЯ





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